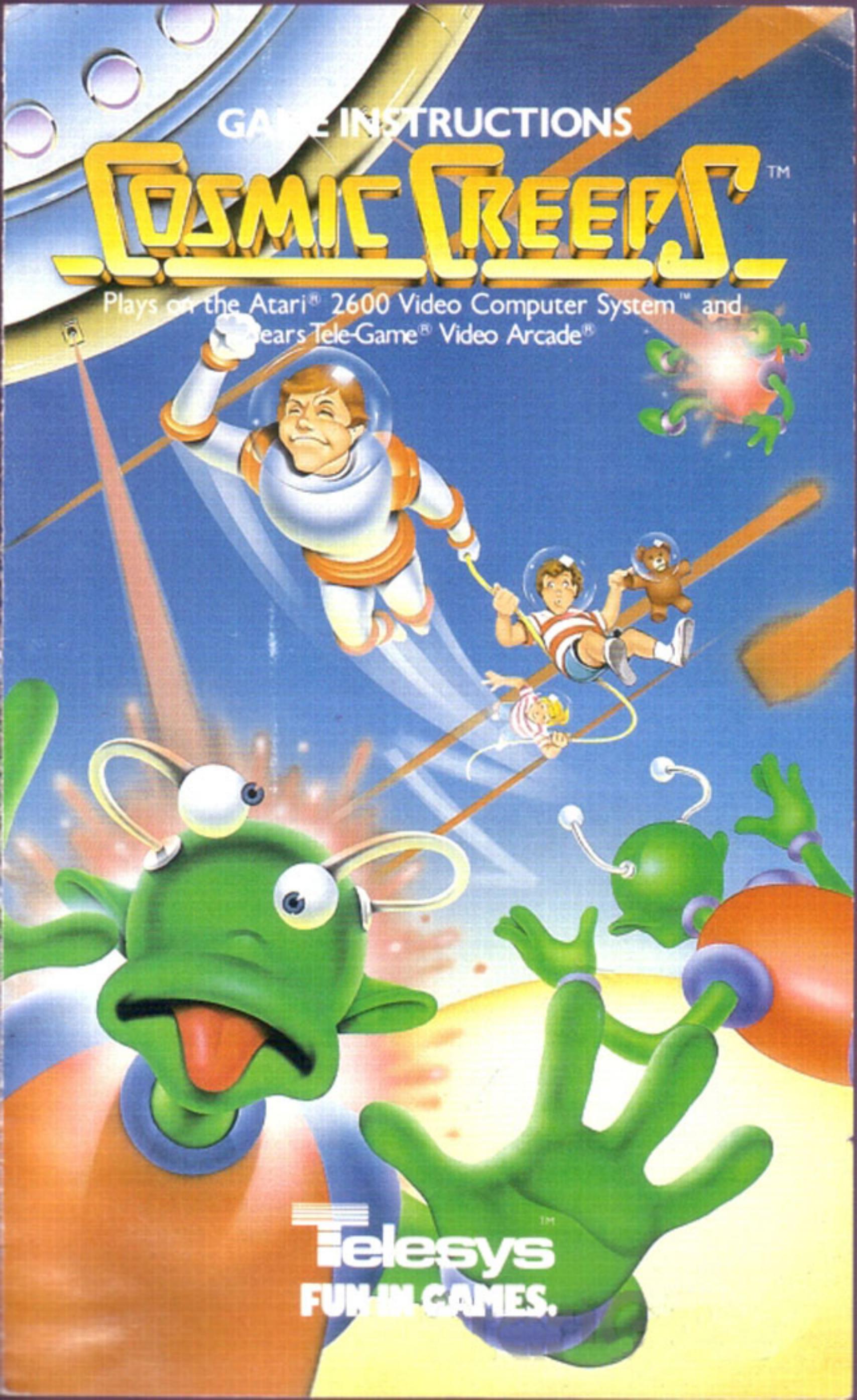


GAME INSTRUCTIONS

COSMIC CREEPSTM

Plays on the Atari® 2600 Video Computer System™ and
 Sears Tele-Game® Video Arcade®



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BLAST OFF

Civilization is doomed . . . unless you can save the Cosmic Kids. You must get your Orbinaut from the planet up to the space station. Then rescue the Kids before the planet's orbit decays completely.

But watch out! Villainous Space Skeeters and Cosmic Creeps are constantly on the attack.

To succeed, you'll need every ounce of skill and stamina you possess. And succeed you must. The fate of all Kid kind is in your hands.

OBJECT OF THE GAME

Save the Cosmic Kids from certain destruction and score as many points as possible before the planet falls out of orbit. When it disappears from the screen your time is up.

GETTING READY TO PLAY

Use the Joystick Controller. Always be sure the power is off before inserting or removing the Cosmic Creeps cartridge from your video game system. Use the controller plugged into the LEFT CONTROLLER jack. Hold the controller so the red button is to your upper left.

DIFFICULTY SWITCH

Has no effect on this game.

TO BEGIN PLAY

Press game reset. Push red button on Joystick Controller for subsequent games.

HOW THE GAME PROGRESSES

Cosmic Creeps is played in two parts.

The Voyage

First get an Orbinaut from the planet to the flashing white portals of the space station at the top of the screen. If he collides with red plasma or a Space Skeeter on his way, he barrels off into space. You then must release another Orbinaut which drops the planet one notch and hastens its demise.

Push the Joystick forward to release your first Orbinaut. He heads straight out from the planet, so time his release carefully. Use the Joystick to move him up, down, right and left; avoiding plasma and Skeeters. (Notice that the planet is falling lower and lower as play progresses. It will fall a total of 12 notches before it disappears completely.)

When your Orbinaut enters the space station and disappears from the screen, you gain control of the space station and the second part of the game begins.

The Rescue

From the lower left corner of the screen, the first of your Cosmic Kids begins his escape to the space station. Close on his heels are Creeps who will send your Kid back if they catch him. Your job: bop the Creeps back to the planet, allowing your Kids to reach the upper right corner of the screen and escape. But be careful not to bop your Kids. **Don't let a Creep through either or the game's over!**

To release a bopper, push the red button on the Joystick.

Moving the Joystick left to right will move the Space Station. After one Kid reaches safety (or gets bopped, heaven forbid!) you may release another Kid by pushing forward on the Joystick. Every time you release a Kid the planet falls another notch.

You can never have more than one Kid and two Creeps on the screen at the same time.

If the planet sinks off the screen before you reach 5,000 points the screen flashes and the game is over. If you score over 5,000, you progress to a new planet, a new Orbinaut and a faster-paced voyage and rescue.

SCORING

You earn 1,500 points for each Kid who escapes safely. You earn 100 points for every Creep you bop.

A SAFE VOYAGE

Good luck. You, your Orbinaut and the Cosmic Kids are all going to need it!

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43334 Bryant Street, Fremont, CA 94539